Amendments to the Specification:

Please replace paragraphs **[0008]** and **[0034]** as previously amended with the following twice amended paragraphs:

[0008] A color correction table compiling method according to the present invention, comprises: receiving ~~original~~ input color values of a color space stored in the color correction table; smoothing the ~~original~~ input color values to provide first color values; in the event that the first color values do not correspond to achromatic color due to the smoothing and the ~~original~~ input color values correspond to achromatic color, adjusting the first color values to provide second color values corresponding to the achromatic color in the color space; and storing the second values in the color correction table.

[0034] Processing performed by the smoothing unit 15 will now be described with reference to a flowchart shown in Fig. 5. In Step S100, the smoothing unit 15 reads out the RGB values stored in the color correction table 13. Next, in Step S101, the smoothing unit 15 performs smoothing for the RGB values read out by the smoothing unit 15. The smoothing process may be performed by using Gaussian filtering or by averaging adjacent RGB values for each of the R, G, and B color axes. Subsequently, in Step S102, it is determined whether with the input RGB value ~~obtained after smoothing corresponds to an originally achromatic color~~, i.e., with the read RGB value prior to smoothing, the relation

$$R = G = B$$

holds. If this input RGB value prior to smoothing is achromatic, the flow proceeds to Step S103. Further in Step 103, if the RGB value after smoothing deviates from the achromatic axis, it is adjusted so that the RGB value after smoothing is returned to a value on the achromatic axis.